

CLAIMS:

- 1 1. A method for allocating memory space comprising the steps of:
2 providing a user with a selectable option to allocate said memory space as a
3 double buffered stereo or a single buffered stereo; and
4 allocating said memory space as one of said double buffered stereo and said
5 single buffered stereo in response to said selectable option.
- 1 2. The method as recited in claim 1, wherein if said memory space is allocated
2 for said single buffered stereo then a greater portion of said memory space is
3 available for at least one of texture memory and off-screen cache.
- 1 3. The method as recited in claim 1, wherein if said memory space is allocated
2 for said single buffered stereo then the method further comprises the step of:
3 setting a flag to indicate that said memory space is allocated for said single
4 buffered stereo.
- 1 4. The method as recited in claim 1, wherein if said memory space is allocated
2 for said double buffered stereo then the method further comprises the step of:
3 setting a flag to indicate that said memory space is allocated for said double
4 buffered stereo.
- 1 5. The method as recited in claim 1 further comprising the step of:
2 receiving said selectable option;
3 reading said selectable option; and
4 determining whether to allocate said memory space as said double buffered
5 stereo or said single buffered stereo in response to said reading step.

1 6. A computer program product having a computer readable medium having
2 computer program logic recorded thereon for allocating memory space, comprising:

3 programming operable for providing a user with a selectable option to allocate
4 said memory space as a double buffered stereo or a single buffered stereo; and

5 programming operable for allocating said memory space as one of said double
6 buffered stereo and said single buffered stereo in response to said selected option.

1 7. The computer program product as recited in claim 6, wherein if said memory
2 space is allocated for said single buffered stereo then a greater portion of said
3 memory space is available for at least one of texture memory and off-screen cache.

1 8. The computer program product as recited in claim 6, wherein if said memory
2 space is allocated for said single buffered stereo then the computer program product
3 further comprises:

4 programming operable for setting a flag to indicate that said memory space is
5 allocated for said single buffered stereo.

1 9. The computer program product as recited in claim 6, wherein if said memory
2 space is allocated for said double buffered stereo then the computer program product
3 further comprises:

4 programming operable for setting a flag to indicate that said memory space is
5 allocated for said double buffered stereo.

1 10. The computer program product as recited in claim 6 further comprises:

2 programming operable for receiving said selectable option;

3 programming operable for reading said selectable option; and

4 programming operable for determining whether to allocate said memory space
5 as said double buffered stereo or said single buffered stereo in response to said
6 reading step.

1 11. A system, comprising:
2 a processor;
3 a memory unit coupled to said processor, wherein said memory unit is
4 operable for storing a computer program operable for allocating memory space;
5 a display;
6 a graphics adapter coupled to said display, wherein said graphics adapter is
7 configured to control the rendering of text and images on said display, wherein said
8 graphics adapter comprises a frame buffer configured to temporarily store one or
9 more frames of data to be displayed on said display; and
10 a bus coupling the processor to said graphics adapter;
11 wherein the computer program is operable for performing the following
12 programming steps:
13 providing a user with a selectable option to allocate said memory
14 space as a double buffered stereo or a single buffered stereo; and
15 allocating said memory space as one of said double buffered stereo
16 and said single buffered stereo in response to said selected option.

1 12. The system as recited in claim 11, wherein if said memory space is allocated
2 for said single buffered stereo then a greater portion of said memory space is
3 available for at least one of texture memory and off-screen cache.

1 13. The system as recited in claim 11, wherein if said memory space is allocated
2 for said single buffered stereo then the computer program is further operable to
3 perform the programming step:
4 setting a flag to indicate that said memory space is allocated for said single
5 buffered stereo.

1 14. The system as recited in claim 11, wherein if said memory space is allocated
2 for said double buffered stereo then the computer program is further operable to
3 perform the programming step:

4 setting a flag to indicate that said memory space is allocated for said double
5 buffered stereo.

1 15. The system as recited in claim 11, wherein the computer program is further
2 operable to perform the programming steps:

3 receiving said selectable option;

4 reading said selectable option; and

5 determining whether to allocate said memory space as said double buffered
6 stereo or said single buffered stereo in response to said reading step.

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1 16. A method for allocating memory space comprising the steps of:
2 reading a command line option to determine allocation of a memory space;
3 determining whether to allocate said memory space as a double buffered
4 stereo or a single buffered stereo in response to said reading step; and
5 allocating said memory space as one of said double buffered stereo and said
6 single buffered stereo in response to said determining step.

1 17. The method as recited in claim 16, wherein if said memory space is allocated
2 for said single buffered stereo then a greater portion of said memory space is
3 available for at least one of texture memory and off-screen cache.

1 18. The method as recited in claim 16 further comprising the step of:
2 reading a file storing a set of startup options, wherein one of said startup
3 options comprises a default value overridable by said command line option.

1 19. The method as recited in claim 18, wherein said default value corresponds to
2 allocating said memory space as said double buffered stereo.

1 20. The method as recited in claim 19, wherein said command line option has a
2 value corresponding to allocating said memory space as said single buffered stereo.

1 21. The method as recited in claim 18, wherein said default value corresponds to
2 allocating said memory space as said single buffered stereo.

1 22. The method as recited in claim 21, wherein said command line option has a
2 value corresponding to allocating said memory space as said double buffered stereo.

1 23. A computer program product having a computer readable medium having
2 computer program logic recorded thereon for allocating memory space, comprising:
3 programming operable for reading a command line option to determine
4 allocation of a memory space;

5 programming operable for determining whether to allocate said memory space
6 as a double buffered stereo or a single buffered stereo in response to said reading
7 step; and

8 programming operable for allocating said memory space as one of said double
9 buffered stereo and said single buffered stereo in response to said determining step.

1 24. The computer program product as recited in claim 23, wherein if said memory
2 space is allocated for said single buffered stereo then a greater portion of said
3 memory space is available for at least one of texture memory and off-screen cache.

1 25. The computer program product as recited in claim 23 further comprises:
2 programming operable for reading a file storing a set of startup options,
3 wherein one of said startup options comprises a default value overridable by said
4 command line option.

1 26. The computer program product as recited in claim 25, wherein said default
2 value corresponds to allocating said memory space as said double buffered stereo.

1 27. The computer program product as recited in claim 26, wherein said command
2 line option has a value corresponding to allocating said memory space as said single
3 buffered stereo.

1 28. The computer program product as recited in claim 25, wherein said default
2 value corresponds to allocating said memory space as said single buffered stereo.

- 1 29. The computer program product as recited in claim 28, wherein said command
2 line option has a value corresponding to allocating said memory space as said double
3 buffered stereo.

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1 30. A system, comprising:
2 a processor;
3 a memory unit coupled to said processor, wherein said memory unit is
4 operable for storing a computer program operable for allocating memory space;
5 a display;
6 a graphics adapter coupled to said display, wherein said graphics adapter is
7 configured to control the rendering of text and images on said display, wherein said
8 graphics adapter comprises a frame buffer configured to temporarily store one or
9 more frames of data to be displayed on said display; and
10 a bus coupling the processor to said graphics adapter;
11 wherein the computer program is operable for performing the following
12 programming steps:
13 reading a command line option to determine allocation of a memory
14 space in said frame buffer;
15 determining whether to allocate said memory space in said frame
16 buffer as a double buffered stereo or a single buffered stereo in response to said
17 reading step; and
18 allocating said memory space in said frame buffer as one of said
19 double buffered stereo and said single buffered stereo in response to said determining
20 step.

1 31. The system as recited in claim 30, wherein if said memory space is allocated
2 for said single buffered stereo then a greater portion of said memory space is
3 available for at least one of texture memory and off-screen cache.

1 32. The system as recited in claim 30, wherein the computer program is further
2 operable to perform the programming step:
3 reading a file storing a list of startup options, wherein said file comprises a
4 default value overridable by said command line option.

1 33. The system as recited in claim 32, wherein said default value corresponds to
2 allocating memory space as said double buffered stereo.

1 34. The system as recited in claim 33, wherein said command line option has a
2 value corresponding to allocating said memory space as said single buffered stereo.

1 35. The system as recited in claim 32, wherein said default value corresponds to
2 allocating said memory space as said single buffered stereo.

1 36. The system as recited in claim 35, wherein said command line option has a
2 value corresponding to allocating said memory space as said double buffered stereo.

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